KEYWORD COMPENDIUM:

Aether Token: Certain effects allow players to gain aether tokens. If you have aether tokens, you can use them during your turn as aether (◭). Each aether token is worth 1 aether (◭). When you use the token, discard it. You can have any number of aether tokens. During your draw phase, any unused aether tokens will be discarded.

Ally: An ally is any player other than you.

Attach: Some relics allow you to attach them to a breach. When you attach a relic to a breach, place that relic underneath that breach token. You cannot attach a relic to a breach that already has a relic attached to it. Attached relics are not discarded at the end of the turn. If an attached relic is discarded, it is placed in the discard pile of the player whose breach it was attached to. If a breach with a relic attached to it is destroyed, the attached relic is discarded. You may NOT choose to discard an attach relic if there is no text causing it to be discarded.

Banished: When a card is banished, place it in the banished section of the game box. Banished cards will not be used again during the current expedition.

Barracks: Between games, the Barracks is where players store all of the content they have access to for the current expedition. This includes player cards, player mats, unique breaches, treasure cards, nemesis basic cards, and nemesis upgraded basic cards.

Conjure: When you use the Conjure effect of a card, you look at the top card of your deck, then you may prep it facedown to one of your opened breaches or a closed breach that was focused this turn. Facedown cards prepped to breaches are considered spells that cost 2 aether (◭) and have the text "Cast: Deal 2 damage." When you cast one of these cards, place it faceup in your discard pile. You may look at facedown cards prepped to your breaches at any time.

Degrade: When a nemesis card forces a player to degrade a card, that player must destroy a card that costs 2 aether (◭) or more. Then, that player may gain a card of the same type from any supply pile which costs less than the cost of the destroyed card and place it into their hand. If a player cannot degrade a card, that player suffers 2 damage.

Destroy: Cards which are destroyed are permanently removed from the game and are not used or interacted with in any way once they are destroyed. These cards can be used during the next game.

Echo: When you cast a spell with Echo, resolve that Cast effect twice. Any additional effects granted for casting the spell are added to both resolutions of the spell. For example, you cast a spell with Echo that has a Cast effect of "Deal 2 damage." If that spell was prepped to a breach that has "Deals +1 damage," you will resolve the following: "Deal 3 damage," then "Deal 3 damage."

Fire tokens: These are used to track how much damage has been done to the location where you are fighting. Players lose the game if there are 10 or more fire tokens in play.

Link: Some spells have the Link ability. You may prep two spells with Link to the same breach as long as they are the only two spells prepped to that breach. When you cast one of these spells, you do not have to cast any other spell prepped in this breach.

Nemesis tier: Some effects refer to the nemesis tier. The nemesis tier is the highest number in the tier section of any nemesis card in the nemesis discard pile or in play. This is typically the tier of the last card drawn from the nemesis deck.

"OR" effects: When a card gives two options separated by an "OR," you may choose either option, unless you cannot fully resolve one of them. In that case, you must choose the effect that you can fully resolve.

"PERSISTENT:" These effects are resolved during the nemesis main phase.

Pulse tokens: These are used with certain player cards. Each player may not have more than 5 pulse tokens at any time. Any pulse tokens gained beyond 5 are lost. Pulse tokens are carried over from turn to turn. When the game ends, players discard all of their pulse tokens.

Recall: The Recall effect of a card can only be used when it is in your discard pile. Recall means "Once per turn, during your main phase, if this is in your discard pile, you may resolve this effect." You can use this effect when you gain this card on your turn since it will be in your discard pile during your main phase.

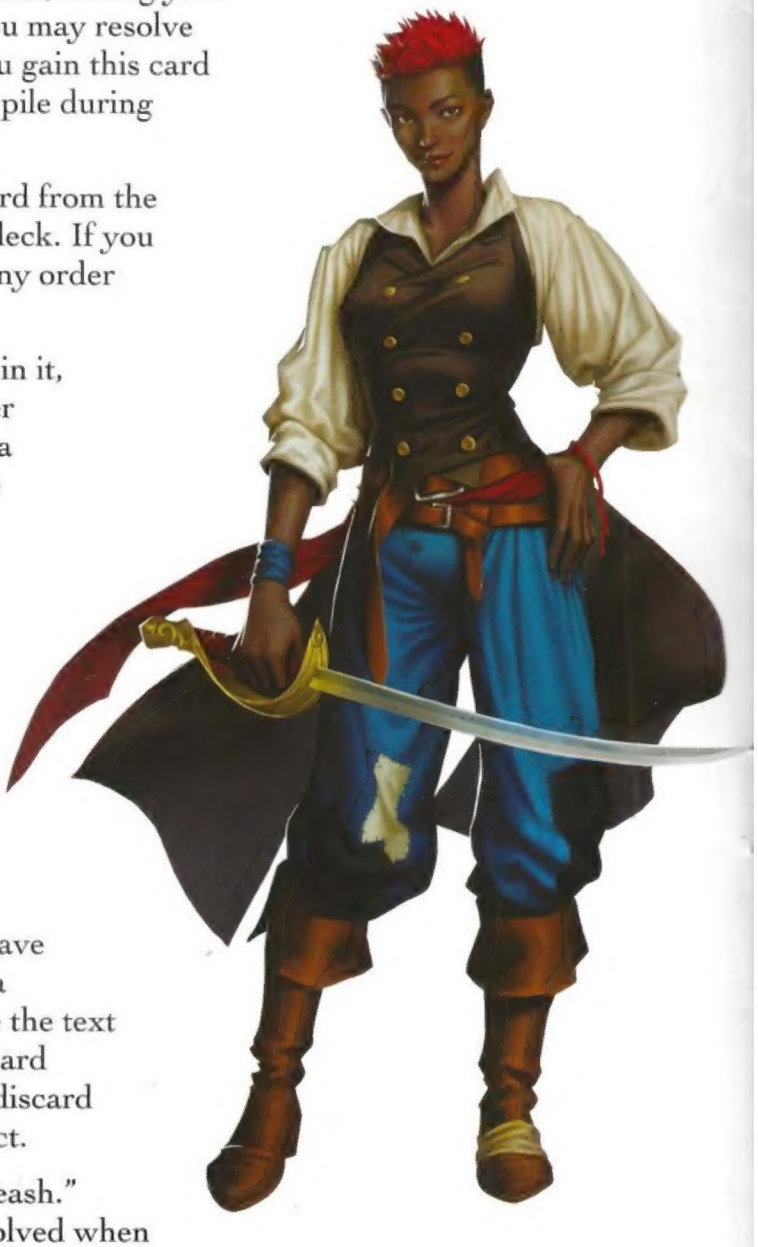
Revealing cards: Whenever you reveal a card from the top of any deck, return it to the top of that deck. If you reveal more than one card, return them in any order you choose.

Shield: If a minion has a shield with a number in it, that minion comes into play with the number of shield tokens indicated on the shield. When a minion is dealt any amount of damage while it has at least one shield token, remove a shield token from the minion instead of removing any life tokens. Remove only one shield token each time a source deals damage to the minion regardless of the amount of damage dealt

Silence: Place a silence token on a minion. On the next nemesis turn, skip that minion's "PERSISTENT:" effect and discard the token.

"To Discard:" Some nemesis power cards have "TO DISCARD:" effects on them. During a player's main phase, that player may resolve the text following "TO DISCARD:" in order to discard that power card from play. If a player does discard a power card this way, that card has no effect.

Unleash: Some nemesis cards will say "Unleash." Each nemesis has a unique effect that is resolved when this happens. This effect is listed on each nemesis mat.



DEVELOP

Some cards have a number below their aether cost, which is in the yellow circle shown on the card pictured here. This is the Develop cost. With the addition of Develop, there is a Develop zone that certain player cards can enter. During a player's turn, they can Develop a card by paying its Develop cost if it is in the supply or in the Develop zone. One of two things will happen when a player does this depending on where it is:

1. If the card is in the supply when the Develop cost is paid, that card is moved to the Develop zone. Use an empty space of the table next to the supply as the Develop zone.
2. If the card is in the Develop zone when the Develop cost is paid, the player gains that card.

It is possible for one player to pay the cost to move the card to the Develop zone and on the next turn a different player pays that cost again in order to gain the card.

Some cards have effects that resolve when you Develop them. These effects resolve both when you Develop the cards from the supply or from the Develop zone.

Cards in the Develop zone are not considered part of the supply.

The Develop zone can have multiple copies of the same card. Cards in the Develop zone will stay there until a player Develops them or the game ends.

Note: Effects that give you aether (◔) to gain a specific type of card cannot be used to pay Develop costs.

SWAP

These cards have the ability to switch into a brand new card, and sometimes they switch back. The cards that they switch into should not be included in the supply. These cards which cannot be placed in the supply have a below the cost. When you add cards to the supply that have the Swap keyword, find the cards that they swap into and set them aside in a Swap zone.

When a card says to Swap this card for another card, place that card in the Swap zone, find the card that it swaps into, and place the new card on top of your discard pile. If for some reason you can't place the original card into the Swap zone, do not place the new card on top of your discard pile.

If Glowstone is in the supply, then Illuminate should be placed in the Swap zone during setup.

Example: *If you give Echo to a spell that swaps into another card, it would swap on the first resolution of the cast and not on the second.*

If an effect causes you to return a card with to its supply pile, return it to the Swap zone instead.

AETHER TOKEN

Certain effects allow players to gain aether tokens. If you have aether tokens, you can use them during your turn as aether (). Each aether token is worth 1 aether (). When you use the token, discard it. You can have any number of aether tokens. During the draw phase, any unused aether tokens will be discarded.

KNOWLEDGE

Some effects will gain you Knowledge. This is a new resource that will be tracked with tokens. Knowledge stays with you until you spend it. There is no limit to the amount of Knowledge you can have.

THE CURSE DECK

Outcasts introduces the **Curse** deck. This is a deck of cards that is placed faceup near the nemesis deck.

Cards in the nemesis deck may refer to cards in the Curse deck. When a player is told to gain a card from the Curse deck, they search for that specific card and then gain it.

SIMULTANEOUS EFFECTS

When effects from two different cards/mats are supposed to resolve at the same time, the **players decide** in which order they resolve.

WANDERING

Some minions have **Wandering**. This means that all damage dealt to them by abilities is reduced to 1. However players may spend to deal these types of minions an equivalent amount of damage.

BOOST AND OVERHEAT

Legacy of Gravehold introduces **Boost** and **Overheat** cards.

These can be told apart in this mod through use of Yellow and Red names.

If you meet the requirements listed on these cards, you increase its level by 1 – and change its state. Boost and Overheat cards have different effects active when partially or fully boosted/overheated. These cards are designed for *Legacy* play and probably don't work that well in one shot games outside of a *Legacy Campaign* but should be playable in **Expedition**. Be sure to save these cards along with anything in the Barracks as you reload the mod.

END OF EXPEDITION

This rulebook will teach you how to set up and play your next expedition. All **Aeon's End** content can be used in Expedition mode, other than the content excluded in the End of Campaign booklet for **Aeon's End: Legacy**.

SETUP FOR THE EXPEDITION:

1. Separate the treasure cards by level into three different decks. Shuffle those decks and place them facedown. These form the three treasure decks.
2. Separate all of the player card randomizers by type: gem, relic, and spell. Shuffle those three decks separately. Draw three gem, two relic, and four spell randomizers. Add the corresponding player cards to your Barracks.
3. Shuffle the mage randomizers and draw four of them. Add those mages to the Barracks. If you do not own the corresponding mages, discard those randomizers and draw new ones until you have drawn four that you do own.
4. Divide the nemesis randomizers into four decks based on their card backs. Shuffle each deck and place them facedown.
5. Set the upgraded basic nemesis cards aside. These are nemesis cards which say "Upgraded Basic" on the bottom of the front of the card.

PLAYER SETUP FOR EACH GAME:

1. Each player chooses a mage from the Barracks to use for this game. Set up each player mat just as you would for a typical game of **Aeon's End**.
2. Construct a supply of nine player cards from the player cards in your Barracks. Banish any player cards in the Barracks that you do not use for the supply. (For Battle 1, you will have only nine player cards for the supply.)
3. Set up the treasures for each game according to the current battle using the following rules:
   - No treasure cards are used for Battle 1.
   - For Battles 2, 3, and 4, each player chooses a level 1 treasure from the Barracks to use for the current game.
     - » If you choose a level 1 treasure that is a gem, replace a Crystal in your starting deck with that treasure, if able. Otherwise, replace a Spark.
     - » If you choose a level 1 treasure that is a spell, replace a Spark in your starting deck with that treasure, if able. Otherwise, replace a Crystal.
   - For Battles 3 and 4, the players choose one level 2 treasure from the Barracks to use for the current game. Level 2 treasures are group treasures. They are not assigned to any specific player. During the game, any player can use the group treasure.
   - For Battle 4, each player chooses a level 3 treasure from the Barracks to use for the current game and places it on their player mat. A level 3 treasure can only be used by the player that chose it. If a player is using a mage from **Aeon's End: Legacy**, they may use one of their equipment effects instead of using a level 3 treasure.
4. Perform the remaining setup steps as you would for a typical game of **Aeon's End**.

NEMESIS SETUP FOR EACH GAME:

Draw a nemesis randomizer card from the Battle deck that corresponds to the current battle. For example, for the first battle draw a randomizer from the Battle 1 deck. If you do not own the nemesis drawn, discard that randomizer and draw new ones until you draw one that you own.

For Battle 1, follow all of the usual setup instructions for a typical game of **Aeon's End**. For Battles 2, 3, and 4, the nemesis deck is slightly modified, as explained in the next step.

When constructing the nemesis deck for Battles 2, 3, and 4, replace basic nemesis cards in each tier with a number of upgraded basic nemesis cards according to the following chart:

	Tier 1	Tier 2	Tier 3
Battle 1	0	0	0
Battle 2	1	3	3
Battle 3	2	4	5
Battle 4	3	5	7

(In solo, never add more upgraded basic nemesis cards than the number of basic cards you would normally use.)

If You Win:

Perform the following in order:

1. Find Treasure: Add treasure cards to the Barracks based on the following instructions:
   - At the end of Battle 1, add five random level 1 treasure cards from the level 1 treasure deck to your Barracks.
   - At the end of Battle 2, add three random level 2 treasure cards from the level 2 treasure deck to your Barracks.
   - At the end of Battle 3, add five random level 3 treasure cards from the level 3 treasure deck to your Barracks.
2. Add to your Barracks: Draw a card from each of the three player card randomizer decks and add the corresponding player cards to your Barracks.

If You Lose:

Perform the following in order:

1. Add to your Barracks: Draw a card from any of the player card randomizer decks, any treasure deck from which you have already received cards, or a random mage. Add the corresponding player card, treasure card, or mage to your Barracks.
2. Fight this nemesis again to progress in the expedition or start a new expedition.

VARIANTS

Here are some optional ways to play the Expedition mode.

Short Expedition (three battles): In this expedition, you will skip the first game and proceed to drawing level 1 treasures at the end of Battle 1. You will play as normal starting with Battle 2.

Extended Expedition (eight battles): In this expedition, you will play through eight battles. Use the following rules:

1. You will draw player card randomizers after each battle like usual.
2. Only draw new treasure cards at the end of every even numbered battle. You will draw level 1 treasures after Battle 2, level 2 after Battle 4, and level 3 after Battle 6.
3. For Battles 1 and 2, draw nemesis randomizers from the Battle 1 deck.
4. For Battles 3 and 4, draw nemesis randomizers from the Battle 2 deck.
5. For Battles 5 and 6, draw nemesis randomizers from the Battle 3 deck.
6. For Battles 7 and 8, draw nemesis randomizers from the Battle 4 deck.

Big Pockets - After you have selected the player cards for the supply during setup, return all of the unused player cards to the Barracks instead of banishing them.

Nemesis Deck Construction Reference

Basic Nemesis Cards Added	1 Player	2 Player	3 Player	4 Player
Tier 1	1	3	5	8
Tier 2	3	5	6	7
Tier 3	7	7	7	7

Expedition Mode Basic Upgrade Replacement Reference

Basic Nemesis Cards Replaced	Battle 1	Battle 2	Battle 3	Battle 4
Tier 1	0	1	2	3
Tier 2	0	3	4	5
Tier 3	0	3	5	7

Never add more upgraded basic nemesis cards than the number of basic cards you'd normally use.

AEON'S END: FRIENDS AND FOES

Friends and Foes is a module for ***Aeon's End***. You can choose to add this content to all of the existing ***Aeon's End*** content. If you want to make the game easier, you can add the friend and not the foe. If you want to make the game harder, do the opposite. To use this module, follow the instructions below.

SETUP

Perform these steps after completing the typical setup.

1. Choose one friend and one foe to play with. Place the corresponding mats on the table.
2. Each friend and foe has a four-card deck. First, shuffle the friend's deck and place it facedown next to the friend mat. Then, reveal the top card of that deck and leave it on top. Repeat this process for the foe. The top card of each deck is always faceup.
3. Add a turn order card to the turn order deck for the friend and one for the foe. When that turn order card is drawn, the corresponding friend/foe takes their turn. **These do not count as player or nemesis turn order cards.**
4. Draw as many banner cards as there are players in the game plus 2. Each player chooses one to add to their starting hand, if able. Then, each player destroys a card of the same type from their hand. Return the rest to your Barracks/box.

Friends

Foes

ANATOMY – MATS

The friend and foe mats are set up in the same way. Each mat has ten pieces of information:

A. Name.

B. Rules: Occasionally friends and foes will have special rules, which will appear here.

C. Deck: Set their deck to the left of their mat.

D. Discard: Place their cards here when they are discarded.

E. Additional Cards: Some friends and foes have additional cards or a zone where additional cards are placed. These should be placed directly above the mat.

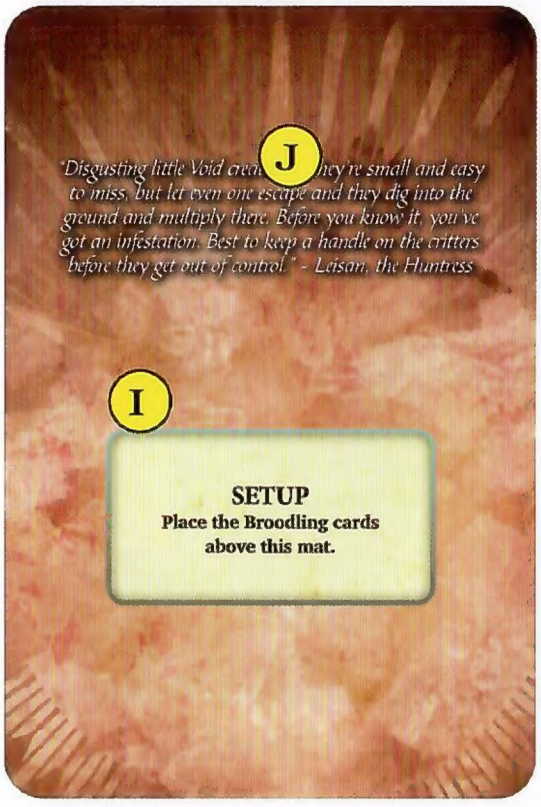
F. Ability Name.

G. Ability: Abilities resolve immediately after an effect gives a friend or foe enough charges to use their ability.

H. Charges: This shows how many charges it takes to trigger a friend or foe's ability. They may have more than their required number of charges. When their ability resolves, they lose charges equal to the number shown here on the mat.

I. Setup: Some friends and foes have specific setup instructions. These are shown on the back of the mat.

J. Story: Has no effect on play. Provides further lore into the world of ***Aeon's End: The Descent***.



ANATOMY – CARDS

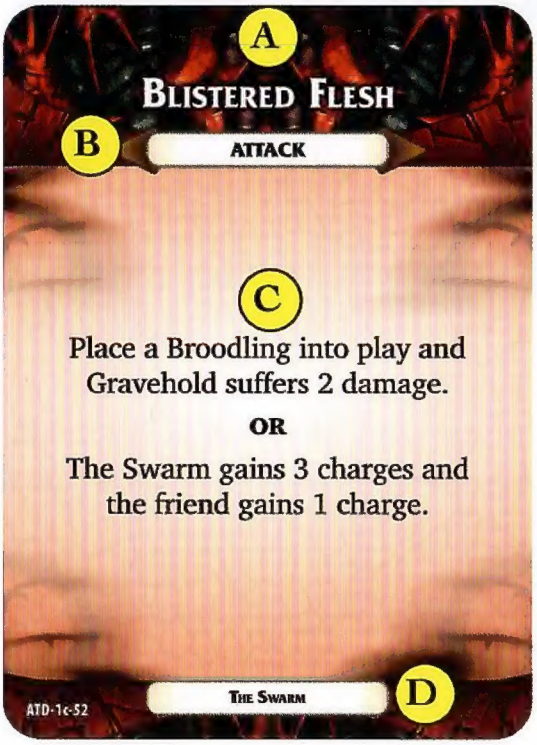
Each friend and foe deck is comprised of four attack cards. These cards have four pieces of information.

A. Name.

B. Type: All of their cards are attacks. This is here as a reminder that these cards resolve immediately when drawn.

C. Effect.

D. Friend/Foe Name: This denotes which friend/foe the card belongs to.



BANNERS

Banners are gems or spells that specifically interact with the Friends and Foes module. They function the same as typical player cards.

GAMEPLAY

When a friend or foe's turn order card is drawn, resolve the top card of that character's deck and place it in their discard pile. Then, reveal the next card of their deck. When a friend or foe's deck is empty, shuffle the cards in its discard pile facedown, place it to the left of their mat, and then reveal the top card. Don't resolve that card until their next turn.

Neither the friend nor the foe has life. They cannot be dealt damage. The friend is not an ally or a player. The foe is not an enemy for any purpose.

Each friend/foe has an ability. If the friend/foe has enough charges to activate their ability after an effect is resolved, activate that ability. Then, they lose charges equal to the ability's cost. They may hold any number of charges. Players cannot buy charges for the friend or foe.

> For example, Dalana, the Healer's ability requires 5 charges. She has 4 charges, and Energize is drawn for the friend's turn. Energize says "Dalana, the Healer gains 2 charges. OR Any player gains 1 charge." Since the friend can have any number of charges, the players can choose to have Dalana gain 2 charges, leaving her with 6 charges. Then, she will use her ability and lose 5 charges, leaving her with 1 charge.

The foe may have power and minion cards as part of their additional cards. When these are placed into play, they are placed next to the nemesis cards in play, and they resolve on the nemesis turn. When these cards are defeated/discarded, place them back with their other additional cards above their mat.

Credits
Game Design: Dávid Turczi
Game Development: Kevin Riley, Nick Little, and Sydney Engelstein
David would like to thank the following people for their design advice and testing help: Noralie Lubbers, Pieter Jan Tiersma, Carl Zee

ELEMENTAL TOKENS

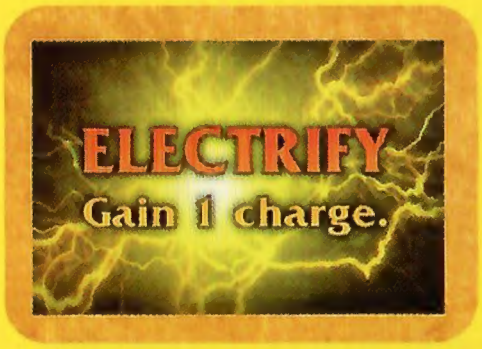
Some player cards allow the players to place elemental tokens on an enemy. Enemy is a new term that means minion or nemesis.

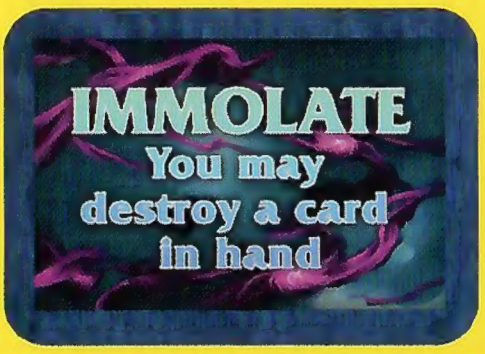
When you place an elemental token on an enemy that already has one, immediately resolve the effect of each elemental token on it. Then, discard each elemental token on that enemy.

When you defeat a minion with an elemental token on it, resolve that token. If a minion is defeated on a turn that is not a player turn, any player resolves that token.

Here is the list of elemental tokens and their effects:

1. **Electrify** - Gain 1 charge.
2. **Immolate** - You may destroy a card in hand.
3. **Venom** - Deal 2 damage to any enemy.





CURSE DECK

The Descent includes new Curse cards, which were originally introduced in ***Outcasts***. In this case, Scorched Pearl was added. This is a deck of cards that is placed faceup near the nemesis deck. Cards in the nemesis deck may refer to cards in the Curse deck. When a player is told to gain a card from the Curse deck, they search for that specific card and then gain it. The only new curses added in this expansion are six copies of Scorched Pearl.

Aether Token: Certain effects allow players to gain aether tokens. If you have aether tokens, you can use them during your turn as aether (◔). Each aether token is worth 1 aether (◔). When you use the token, discard it. You can have any number of aether tokens. During your phase, any unused aether tokens will be discarded.

Ally: An ally is any player other than you.

Attach: Some relics allow you to attach them to a breach. When you attach a relic to a breach, place that relic underneath that breach token. You cannot attach a relic to a breach that already has a relic attached to it. Attached relics are not discarded at the end of the turn. If an attached relic is discarded, it is placed in the discard pile of the player whose breach it was attached to. If a breach with a relic attached to it is destroyed, the attached relic is discarded. You may NOT choose to discard an attached relic if there is no text causing it to be discarded.

Banished: When a card is banished, place it in the banished section of the game box. Banished cards will not be used again during the current expedition.

Barracks: Between games, the Barracks is where players store all of the content they have access to for the current expedition. This includes player cards, player mats, and treasures.

Defeat: When you cause a minion to be discarded from play, you have defeated that minion.

"Defeated:": Some minions have a "**DEFEATED:**" effect. This effect is resolved by the player who defeats that minion, at the moment the minion is defeated.

Destroy: Cards which are destroyed are permanently removed from the game and are not used or interacted with in any way once they are destroyed.

Develop: If a card has a Develop cost, you may pay that cost to move it to the Develop zone. If the card was already in the Develop zone, you can pay the Develop cost to gain that card.

Elemental Tokens: There are three types of elemental tokens: electrify, immolate, and venom. See page 12 for more information.

Enemy: Enemies are minions and the nemesis. Enemies cannot have more than their starting life.

Knowledge: Some effects will gain you Knowledge. This is a new resource that will be tracked with tokens. Knowledge stays with you until you spend it. There is no limit to the amount of Knowledge you can have.

"OR" effects: When a card gives two options separated by an "OR," you may choose either option, unless you cannot fully resolve one of them. In that case, you must choose the effect that you can fully resolve.

Shield: If a minion has a with a number in it, that minion comes into play with the number of shield tokens indicated on the . When a minion is dealt any amount of damage while it has at least 1 shield token, remove a shield token from the minion instead of removing any life tokens. Remove only 1 shield token each time a source deals damage to the minion regardless of the amount of damage dealt.

"To Discard:": Some nemesis power cards have "**TO DISCARD:**" effects on them. During a player's main phase, that player may resolve the text following "**TO DISCARD:**" to discard that power card from play. If a player does discard a power card this way, that card has no effect.

Unleash: Some nemesis cards will say "Unleash." Each nemesis has a unique effect that is resolved when this happens. This effect is listed on each nemesis mat.